

**BEHAVIOR PATTERNS OF TEAMWORK IN *THE MAZE RUNNER* BY JAMES
DASHNER (2009): A BEHAVIORIST APPROACH**



**Submitted as a Partial Fulfillment of the Requirements for
Getting Bachelor Degree of Education in English Department**

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APPROVAL

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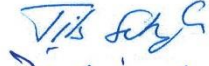


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Surakarta, 17 June 2020

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**BEHAVIOR PATTERNS OF TEAMWORK IN THE GLADE BASED
ON *THE MAZE RUNNER* BY JAMES DASHNER (2009): A
BEHAVIORIST APPROACH**

Abstrak

Tujuan dari penelitian ini adalah untuk mengklasifikasikan jenis-jenis pola perilaku kerja tim dan untuk menunjukkan bagaimana pola perilaku membangun sebuah tim di dalam novel *The Maze Runner*. Penelitian ini adalah penelitian kualitatif. Sumber data utama dari *The Maze Runner* karya James Dashner (2009). Sumber data kedua dari berbagai referensi buku, situs web, dan penelitian terdahulu yang terkait. Peneliti menggunakan teknik dokumentasi untuk mengumpulkan data. Dalam menyajikan validitas data, peneliti menggunakan triangulasi dari Denzin (2009). Penelitian ini menggunakan teori *classical conditioning* oleh Ivan Pavlov dan teori *operant conditioning* oleh B.F Skinner tentang behavioristik. Berdasarkan hasil penelitian, peneliti menemukan lima pola perilaku kerja tim di novel *The Maze Runner*, yaitu: komunikasi, komitmen, strategi, membantu, dan diskusi. Penulis menemukan pola kebiasaan membangun kerja tim di novel *The Maze Runner* melalui kebiasaan dari anggota dan peraturan di tempat *glade*.

Kata kunci: pola perilaku, behavioristik, kerja tim, *The Maze Runner*

Abstract

This research aims to classify the kind of behavior patterns of teamwork and to show how behavior patterns build teamwork in the novel *The Maze Runner*. It is a qualitative research. The primary data source is the novel *The Maze Runner* by James Dashner (2009). The secondary data sources are including references from online books, websites, and research papers related to the research. The researcher uses the documentation method to collect the data. In presenting the data validity, the researcher uses triangulation by Denzin (2009). This research applies the theory of classical conditioning by Ivan Pavlov and the theory of operant conditioning by B.F Skinner to analyze data. Based on the result, the researcher found five kinds of behavior patterns of teamwork in *The Maze Runner*, namely: communication, commitment, strategy, helping, and discussion. The researcher found behavior patterns built teamwork in *The Maze Runner* novel through the habit of members and rules in the glade.

Keywords: behavior pattern, behaviorist, teamwork, *The Maze Runner*

1. INTRODUCTION

The literary work is the author's reflection based on a life, including real story and imagination, usually, gotten by observation and experiment. It can be seen from the author's opinion and idea. It has shown creative things, and something new delivered to entertain the readers through text, pictures, video, performance, and storybooks. According to Green law's theory (Wellek & Warren, 1956), Literary study has become closer to the history of the citizen and tried to closer in all of the similarities. The novel is a story text that shaped the book-length of fiction. Usually, the author has a purpose for the readers after reading a book. He hopes the readers could apply good examples based on the value in reality, such as doing good things or being a kind human. According to Skinner (1974) in Weegar & Diego's research (Weegar & Diego, 2012, p. 1), the behavior could be controlled and predicted by repetition. Therefore, human has known about what should do. It has affected if the environment presented differently from daily. It would change the habit of humans, including feelings, attention, powers, response, social human, and sympathetic.

Ramba Irawan and Dwi Andriani (Irawan & Andriani, 2018) conducted research entitled *An Analysis of Educational Values of Novel Maze Runner by James Dashner*. This research used a qualitative research. The writer used three steps as follows: describing synopsis of the novel, extracting the educational values from the story, concluding based on data analysis. The writer found nine of the educational value in this research: never give up, self-confidence, friendly, love, forgiveness, optimism, help each other, responsible, and hard work. Next, Maharani Dewi (Dewi, 2017) conducted research entitled *The Simulation World in James Dashner's The Maze Runner Novel*. This study aimed to analyze the simulation world in the novel. It controlled the glader and led them to hyper-reality individuals. WICKED is a company that concerns in the simulation world experiment on teenagers to get the best survivor.

The researcher will present the differences between the previous study and this research. First, Irawan & Andriani's research paper presented about education values on *The Maze Runner*. While this research focuses on behavior patterns of

teamwork in the glade, it is not related to education values. Next, Maharani Dewi's research paper focused on the simulation world controlled the glader to get the best survivor in the glade. While this research focuses on the glader tries to get out of the glade using teamwork.

The researcher chooses this novel because it has very well managed in teamwork. A leader of the glader could organize them to be better. It has a point plus in teamwork. As known, a human could not live alone. He needs another. The role presents the power of teamwork in the novel through respecting and believing for each other. It is excellent to motivate the reader about a social human. The researcher conducts research entitled Behavior Patterns of Teamwork in *The Maze Runner* by James Dashner (2009): A Behaviorist Approach. The aims of this research to analyze the kind of behavior pattern of teamwork and to find behavior pattern building teamwork.

2. METHOD

This research is qualitative research, which means the result of data in writing text, and it does not need a statistic to support specific facts. The object of this research is behavior patterns of teamwork in *The Maze Runner* by James Dashner using a behaviorist approach. The primary data source is the novel *The Maze Runner* by James Dashner (Dashner, 2009), which published on October 7, 2009, and it has 217 pages. The secondary data sources are including references from online books, websites, and research papers related to the research. This research used the documentation method to collect data. There are six methods to collect data, as follow: 1) Reading *The Maze Runner* repeatedly; 2) Searching and browsing to get information from online books, websites, and research papers; 3) Reading books about behaviorist approach; 4) Identifying and analyzing the topic of this novel; 5) Taking note of main data from a primary data source and secondary data source; 6) Arranging the data based on the classification. In presenting data validity, the researcher used triangulation by Denzin. He identifies four types of triangulation (Denzin, 2012, p. 82): 1) Data triangulation is collecting data from various sources using the same methods. 2) Investigator triangulation is the perspective of the researcher. 3). Theory triangulation is applying a behaviorist approach. 4)

Methodological triangulation is using documentation methods. There are three processes of analyzing data, namely: 1) Data reduction is taken primary data from the novel, 2) Data display is interpreting the meaning of primary data, 3) Conclusion and verification is the result based on the analysis data (Miles & Huberman, 1984, p. 11).

3. FINDING AND DISCUSSION

A. Finding

1. Kinds of Behavior Patterns of Teamwork

a. Communication

According to Velentzas and Broni (2014) Basically, communication is sharing information. It is the activity of conveying and delivering information through the exchange of thoughts, messages, or information, as by speech, or behavior (Velentzas & Broni, 2014). As a new member, Thomas scared when he woke up in a different place. He just knew his name and forgot everything. “...*A common pattern to their memory losses. They all remembered their names...*” (Dashner, 2009, p. 12). Thomas needed information about this place. He wanted to get an answer from his curiosity. Alby is a leader and the first glader, so he knew all about the glade. He spoke of history, purpose, and problem in the glade to Thomas. He showed up how glader working together to find a way to get out. Recipient of information must be able to identify the sender’s intent, take into account the message’s context, resolve any misunderstandings, accurately decode the data and decide how to act on it (Khemesh, 2017). As humans, he needed another to complete the purpose. The problem of the glader is the same. They always try to get out of this place. Every month for two years, the member always increases, but they could not out from this simulation world. In teamwork, communication still means something, spoken or unspoken, intentional, or unintentional. It is important to understand between the team and have the correct understanding of the environment around, so they can correctly decode the messages (Reems, 2014).

b. Commitment

Part of this behavior pattern showed how trusting and believing each other. According to Porter et al. (1974), Defined commitment is an attachment to the organization, characterized by the intention to remain in it, identification with the values and goals of the organization, and a willingness to exert extra effort on its behalf (Ghazzawi, 2019). In teamwork, when a member chooses to commit, he must fulfill a promise like what he said. If he can not realize, this commitment stated failed. Thomas presented his willingness to be a runner. Newt tried to help Thomas to be a runner. He knew Thomas had significant potential for defending a problem. However, in the beginning, Thomas felt confused. Newt has a reason why gave Thomas a suggestion, and It is not random. He knew Thomas had significant potential that could make the glader better. Then, Thomas said "*Deal*"(Dashner, 2009, p. 9) he agreed with Newt's suggestion. So, he must commit to his agreement to find the way. A process of reciprocity can build mutual commitment (Frow, 1999). Commitment between Newt and Thomas showed that the situation did not determine a choice, but the decision could change a condition.

c. Strategy

According to Schendel & Hatten (1972), Strategy is the primary goals and objectives of the organization, the significant programs of action chosen to reach these goals and objectives, and the dominant pattern of resource allocation used to relate the organization to its environment (Mainardes et al., 2014). As a team, the glader needed a specific plan to finish a job. Then, make sure the strategy worked by professional individuals based on skill, ability, and capabilities. Teamwork cannot develop and operate without a goal (Grandgirard et al., 2002). As a runner, Minho heard something new in the maze. He and Alby wanted to check it. He found a dead griever, but it was trapped. The griever is only pretended and still alive. Then he attacked Alby. Minho and Alby were trying to get out, but

it failed. The door of the maze closed. Thomas entered the maze to help Minho and Alby. Because of that, Minho has a plan to kill a griever. Minho made the strategy to attack the griever. He wanted Thomas to provoke a griever to catch him. Thomas ran until the wall closed, then he made a griever trapped in the wall. It was successful. They could kill the griever and be safe. The strategy is concerned with how the team will achieve the aims based on the plan or how they are established (Nickols, 2016).

d. Helping

The next kind of behavior pattern of teamwork is helping. According to Stukas (2010), Helping is a behavior action designed to assist another person with a problem or to relieve their distress (Fapohunda, 2013). This action showed how a team could be useful for another and more caring around. In the glade, the glader always helped if they saw another in trouble. Minho worried because Thomas came in the maze. It was very dangerous for a newbie, especially if he met a griever. Thomas did not care about that. He can not just look Alby and Minho in the wrong situation. “.....*He couldn't leave a friend to die...*”(Dashner, 2009, p. 69). Minho needed help to save his leader. Alby looked at the edge of death. Then, Thomas and Minho worked together to find a comfortable place for Alby to avoid from the griever until the maze opened again. Helping is important part for teamwork, this behavior involves about the sympathy and caring from each member (Stukas & Clary, 2012).

e. Discussion

Like a habit, the glader always discussed a problem to get the result based on the team's problem. This discussion was called gathering. According to Arends (1997), the discussion is communication in which people talk to one another, sharing ideas and opinions (Siswanti, 2012). There are three manners of this gathering: the glader heard about the issue, the glader told opinion, and debate to find a solution. If the problem related to the punishment, usually the leader gave the options from glader's idea, and

then they voted. Thomas broke rule number one on the glade, do not go to the maze. He did not obedient to rules. Newt led and opened the discussion. Then he asked the glader for the recommendation. After that, the glader voted to decide the punishment for Thomas. It is the fair way in the glade because behavior patterns of teamwork needed an opinion on each glader. Not only to discipline, but the gathering also required to discuss urgent situations. “.....*“We need to have a Gathering,”....*”(Dashner, 2009, p. 170). Thomas delivered his memories after changing about the reason why the glader be an experiment by the creator. Meleady, Hopthrow & Crispargue (2012) argue that discussion can increase the solidarity between group member (Meleady et al., 2013).

2. Behavior Patterns Build Teamwork

Alby found a manner to organize living in the glade. There are three behavior patterns for a new member in the glade: First, a newbie comes from the box. Second, Alby invites to a newbie on Alby’s Tour. It has a purpose to introduce the glade. Third, a newbie chooses a job as well as passion. Because of these behavior patterns, the glader needed a group to manage their specific work. That is a reason for the leader built teamwork based on the condition.

As the leader, Newt and Alby wanted to keep all the glader, so they made rules. According to Valcke (2012) Rules is conducted to achieve civilised behaviour and social harmony in society and limits the application of the tools of law and punishment to those who fail to abide by the code of team (Valcke, 2012). There are three rules in the glade. Number one, do not go to the maze; only a runner can enter the maze because it is his job. Number two, never hurt other glader. Rule number three, do your job for teamwork. They must determine the kind of job that they wanted to do. They worked together until finding the way. The result of behavior patterns of teamwork, the glader could get out of the glade because they followed the rules and worked their part.

B. Discussion

This research presents behavior patterns of teamwork in the novel entitled *The Maze Runner* by James Dashner. It applied the theory of classical conditioning by Ivan Pavlov, and the theory of operant conditioning by B.F Skinner to analyze data about a behaviorist approach. This approach is only concerned with observable stimulus and response behaviors, and states all behaviors are learned through interaction with the environment (McLeod, 2017). The goal is the result of the interaction between stimulus and response (Nurfarhanah et al., 2018). Classical conditioning involves a new behavior via the process of association. In simple terms, stimuli are linked together to produce a new response in a person or animal. Ivan Pavlov showed that classical conditioning applied to the animal. Pavlov (1902) showed how classical conditioning could be used to make a dog salivate to the sound of a bell (McLeod, 2018). Based on Ivan Pavlov experiment, when the sound of the bell was ringing, the dogs will give a response with salivating comes out. It was the same with the glader about working. The leader will provide instruction to the glader about their daily job. So, they will work hard after they know what they should do.

Through operant conditioning, an individual makes an association between a particular behaviour and a consequence. Skinner (1980) showed operant conditioning by placing a hungry rat in Skinner box (McLeod, 2018). The box contained a button on the side, and the rat moved in the box, it accidentally knock the button. It is the same as *The Maze Runner*. The glade is a stimulation world that did experiment with a human. This place protected by the maze. The glader tried to find a way to out from the glade, like a hungry rat. Nevertheless, with all results, humans are fundamentally different from animals. By thought, humans showed a better manner to find a way.

The researcher found five kinds of behavior patterns of teamwork in *The Maze Runner*. Namely, communication, commitment, strategy, helping, and discussion. This behavior pattern made life in the glade so friendly. The researcher found behavior patterns built teamwork in *The Maze Runner* through the habit of members and rules in the glade. There are three behavior patterns for a new member in the glade. First, a newbie or new member comes from the

box, second as a leader, Alby invites a newbie on Alby's Tour, and third, newbie chooses a job as well as the passion. Then, the glader also has rules in the glade. There are three rules in *The Maze Runner* novel: do not to go to the maze, never hurt other glader, and do your job for teamwork. Based on this analysis, teamwork in the glade was running successfully.

In the last, the researcher would compare this research with a previous study. However, many previous studies about *The Maze Runner*, but the researcher never found the same analysis related to this finding. The researcher did not find the previous study using this issue and applying a behaviorist approach in this novel. Hopefully, this becomes the first research.

4. CONCLUSION

The researcher used the novel *The Maze Runner* by James Dashner (2009) to analyze behavior patterns of teamwork. This novel told about a group called the glader who wanted to get out of the stimulation world. It applied a behaviorist approach by Ivan Pavlov and B.F Skinner. The result of this research presents two conclusions, as follows: first, the researcher found five kinds of behavior patterns of teamwork in *The Maze Runner*. There are communication, commitment, strategy, helping, and discussion. Second, the researcher found behavior patterns built teamwork in *The Maze Runner* novel through the habit of members and rules in the glade.

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